

GAME BOY ADVANCE  
GAME BOY®

AGB-A8SE-USA

# DIGIMON®

Digital Monsters

## BATTLE SPIRIT™



INSTRUCTION BOOKLET

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



ESRB  
**EVERYONE**  
COMIC MISCHIEF  
MILD VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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# Story

At the furthest end of the Digital World, in the deep recesses of the dark world where no one dared venture forth, an unknown Digimon was born. As it grew, the power of the mysterious Digimon slowly spread, and those Digimon that came into contact with it collapsed without reason. Due to its destructive force, the problem began affecting the Real World as well - this mysterious force disrupted computer controls, caused unknown illnesses, and caused spontaneous natural disasters worldwide.

If this situation continues, the world will surely be destroyed...!

But there were many brave Digimon that challenged the being with this threatening force. From the Real World, Guilmon, Renamon, and Terriermon; from the future Digital World, Veemon and Wormmon; and from the past Digital World, Agumon and Sukamon have transcended time and crossed different worlds to travel to the dark Digital World to join forces and destroy the mysterious Digimon! The fate of the world lies in the hands of these seven Digimon and you, the tamer!

# Digimon Profiles

You may initially select one of seven Digimon available to use when you begin the game. But, be aware that Digimon other than the ones listed below may also exist. Try your best to acquire them all....!



## Guilmon

Possesses almighty powers, such as Pyro-sphere. Store your power and attack away! This Digimon is recommended for beginners.



## Terriermon

Long distance attack powers are amazing on this Digimon! Attack with various airborne actions.



## Renamon

The fastest Digimon of the lot. Strike and flee to keep your opponent on his toes!



### **Veemon**

This Digimon is extremely mobile and excels in close-range attacks. Also has a technique to become stronger during crucial times.



### **Wormmon**

With special techniques that allow him to attach to walls, this Digimon can tease your opponent while battling.



### **Agumon**

This Digimon has average powers, but beware of its special techniques...



### **Sukamon**

Comic mischief is a priority over winning for this Digimon. But look out when it Digivolves...!

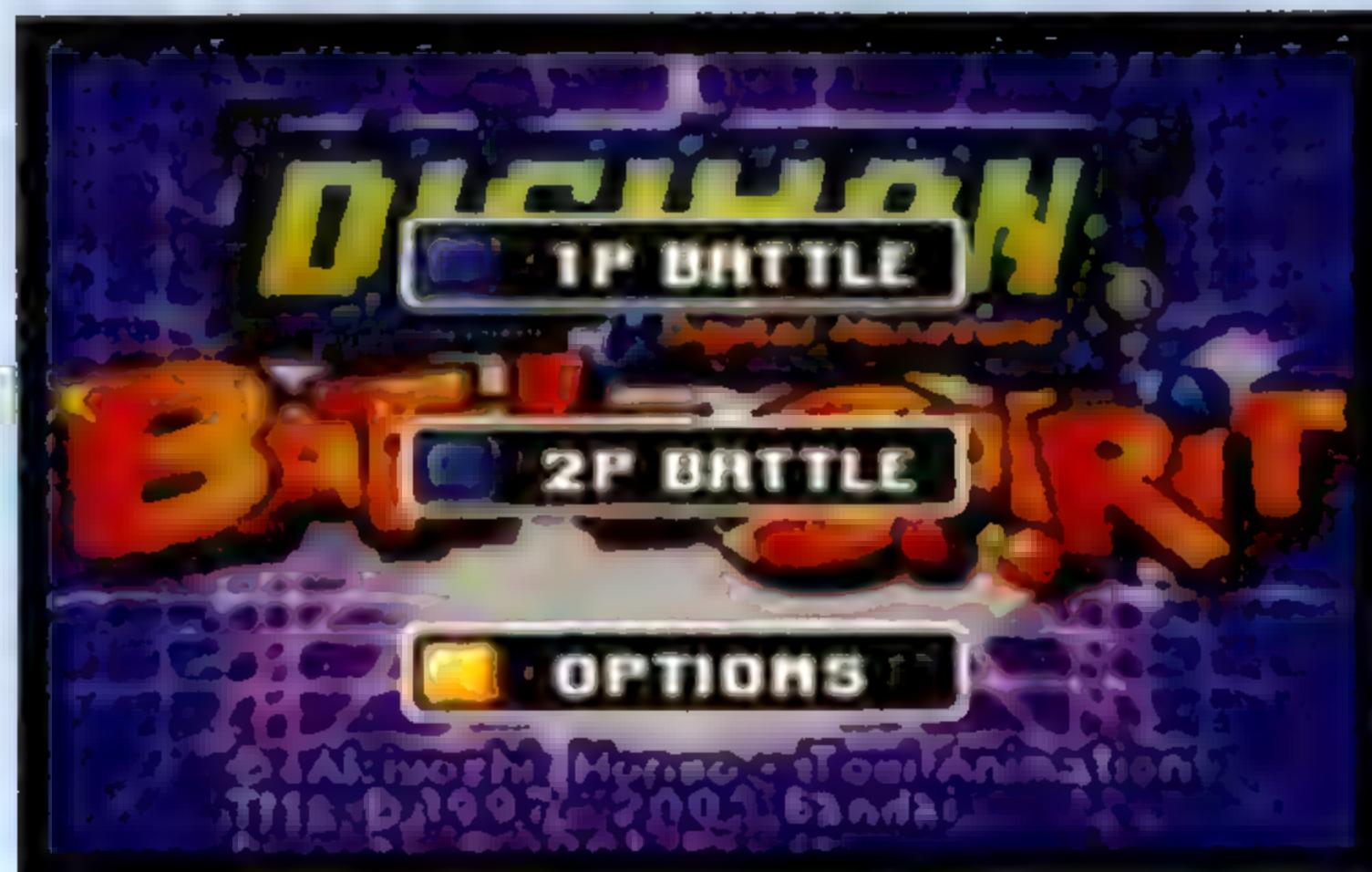
# Basic Controls

The following controls are used during gameplay and on certain selection screens. During gameplay, combining specific button configurations can lead to different actions!



# Game Modes

When START is pressed on the Title Screen, the following three modes will be displayed. Use the Control Pad to select a mode and press the A Button to confirm your selection.



## 1P Battle

Single player mode. Battle against the computer and clear stages to move forward.

## 2P Battle

Battle with a friend by connecting to another Game Boy® Advance with a Game Boy® Advance Game Link® Cable.

## Options

Change game settings and conduct sound tests.

# Options

Change game settings as you wish!



**TIME:**

Change the battle time.

**LEVEL:**

Adjust the difficulty of the game.

**SOUND TEST:**

Listen to music from the game.

**ERASE DATA:**

Erase saved data.

**RETURN:**

Use when returning to the mode selection screen.

# Reading the Game Screen

The following elements are displayed on the Game Screen. Attack enemies and snatch away D-Spirit Balls to win the battles!

## **Calumon**

A mysterious Digimon that helps characters to Digivolve.

## **Spirit Counter**

Counts the number of D-Spirit Balls the player's character has collected.

## **D-Spirit Balls**

Important balls that determine the winner or loser of the battle. Try to collect as many as you can before they disappear.

## **Guard Gauge**

Displays the current endurance level left to guard against attacks.

## **Counter**

Displays the time remaining in battle.

## **Enemy Digimon**

These Digimon are a hindrance, but if you defeat them, an item will appear in their place. Take advantage of these items to win battles!



# 1P Battle

## (Single Player Battle)

**Battle Digimon controlled by the computer!**

### Origin Town

The opponent is weak in this first stage, but stay alert! Stay away from the Betamon that roam the map.



### Ancient Shrine

Be careful of Agumon's powerful attacks. If you bump into Gotsumon scurrying about the floor, you'll receive high damage.



## Desert

The sand will keep you from moving swiftly. Strike the Numemon that pop up from the sand to obtain an item and use it to defeat your opponent!



## Oriental Gate

Beware of Renamon that moves with lightning speed. Stay clear of lightning to avoid heavy damage.



## Volcanic Island

With sophisticated fighting techniques, Guilmon poses as a big threat to your Digimon. Use the landscape to your advantage and be cautious of the fireballs that come showering down from above.



The battle still continues even after defeating the Digimon listed above!

Digivolve to become more powerful! Touch the Calumon that appears during battle and your Digimon will Digivolve!

# Actions & Techniques

The following are basic actions and techniques of the Digimon. Other types of action also exist, so try maneuvering your Digimon to see how your Digimon performs!

## **“Normal Attacks & Special Techniques”**

Press the B Button to attack normally. Press the Control Pad Up + B Button to release a special attack. Special attacks may also be conducted mid-air.



### **“Jump”**

Press the A Button to jump. When pressed quickly, the jump will remain low, so it is recommended that you use this feature when attacking the enemy.



### **“Dash Spurt”**

Press the Control Pad Left or Right twice in the direction you are moving to dash forward. Use this feature to collect as many D-Spirit Balls as you can.



### **“Guard”**



Press the Control Pad Down to shield your character from attacks. Block your opponent's attacks and get ready for counterattack. Make sure not to let your gauge drop too low.

### **“Drop Down”**



Press the Control Pad Down + A Button to drop down below. This feature is useful when you wish to drop below immediately.

### **“Miscellaneous Action”**



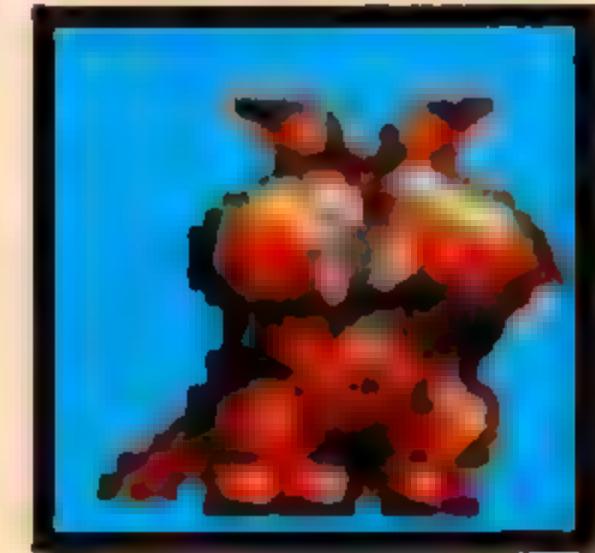
Press either the L or R Button to perform a miscellaneous action. Different Digimon have different playful actions.

# Digimon Action

**Each Digimon has a specific action. Try and test all of them!**

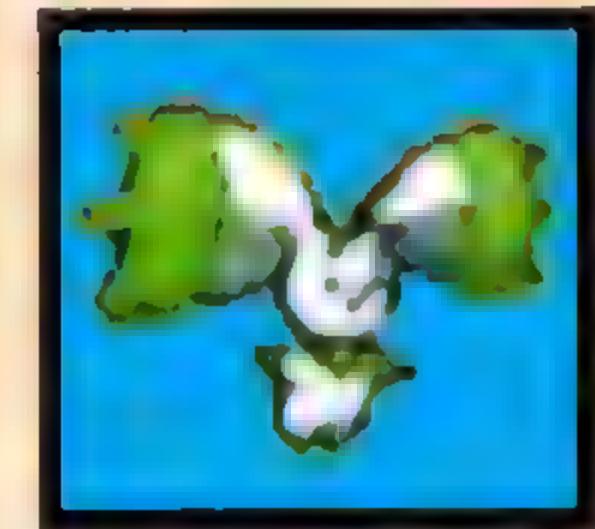
## **“Storing Power”**

Press the Control Pad Down + B Button and Guilmon will be able to build and store all types of attack power (for one turn).



## **“Terrier Balloon”**

When the A Button is pressed continuously in the air, Terriermon's ears will expand, enabling it to float through the air.



## **2P Battle (Battle with a friend)**

**Play with a friend! Try to win 100 times consecutively!**

Select your favorite Digimon! Your opponent's Digimon won't be revealed until the battle begins...!

- The connection may be weak if batteries are low.  
Link your Game Boy® Advance to your friend's Game Boy® Advance with the Game Boy® Advance Game Link® Cable to play against one another.
- Turn the unit OFF when connecting the Game Boy® Advance Game Link® Cable.  
Do not disconnect the Game Boy® Advance Game Link® Cable while the units are in the process of connecting.

# Items

Use various items to your advantage!

Press the Control Pad Down + B Button to pick up items, and then press the B Button to throw the item.

## Baseball

When hit, the opponent will receive normal damage.



## Cannonball

When hit, the opponent will receive flying damage.



## Lightning Icon

When hit, the opponent will receive electrical damage.



## Fire Icon

When hit, the opponent will receive blazing damage.



## Gear Icon

When hit, the direction of the opponent moving will be reversed.



## Clock

When hit, the opponent will become immobile for a set amount of time.



# Hidden Digimon

**If certain conditions are met, you will be able to unlock hidden Digimon.**

A viral strain of Digimon with the same abilities as Agumon!



Looks exactly like Terrierman, but its powers are completely different!



An amphibian Digimon wearing Garurumon's fur. Has a big heart with a strong sense of justice.



**There are other Digimon that may also be used, so try your best to unlock them all!**

# Advice

If you defeat the Betamon, Gotsumon, DemiDevimon, Bakemon, Mushroommon, Numemon, and Penguinmon that roam the map, an item will appear in their place.

Press the Control Pad Down + B Button to lift the item. Aim at your target and press the B Button to throw the item. Use items wisely to defeat your opponent.

It is still possible to jump while receiving blazing damage from Fire, and it is still possible to move left and right while receiving electrical damage from Lightning, so do your best to avoid being pursued by your opponent during these situations.

In the Secret Base stage, Calumon's appearance is triggered by something. Find out what the conditions are and call Calumon!

- After the ending, a password will appear on the game screen. Get ready to **Rumble** in a different **Arena** with the supplied password...!

# Warranty Info

## 90-DAY LIMITED WARRANTY

Bandai America Incorporated (Bandai) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

### To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling:  
1-714-816-9500. Our Customer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America Incorporated  
Consumer Service Department  
5551 Katella Avenue  
Cypress, CA 90630

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai Service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for \$10.00 payable to Bandai America Incorporated. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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